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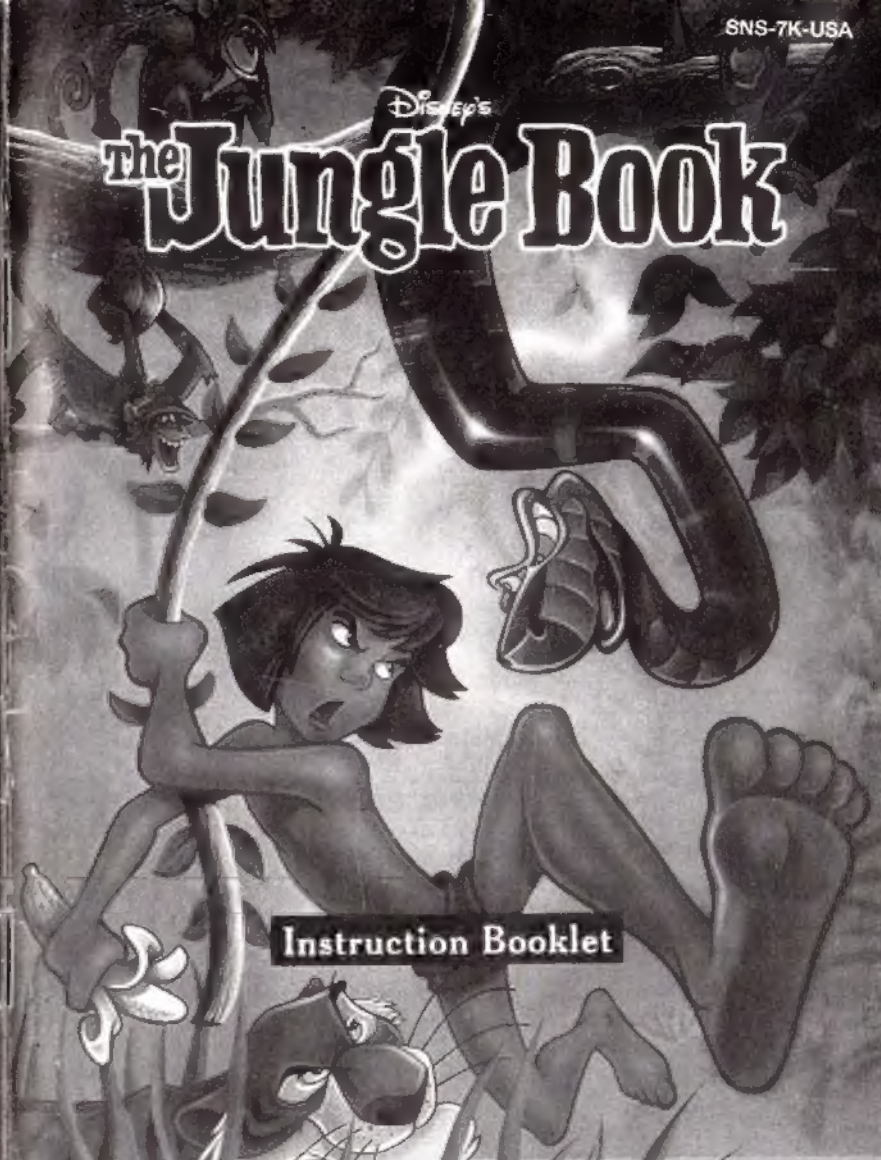
Disney's The Jungle Book



Instruction Booklet

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Starting Out On Your Journey

Thank you for choosing Disney's *The Jungle Book* Game by Virgin Interactive Entertainment. To start the game, please insert the game pak and turn on your Super Nintendo Entertainment System.

The first items to come up on your screen will be the copyright screen, the Virgin Interactive Entertainment logo then the Disney Software logo with Tinkerbell. You can press START at any time to advance to the next screen.

Next you will be told the tale of Mowgli. This prologue tells of how Mowgli came to the jungle and why he must return to the man village.

If you choose not to watch the opening, you can press the START button to bring up the title screen. When the title screen comes up, you will have two choices to make, START and OPTIONS. Choosing START will take you directly to the jungle to begin the game. Choosing OPTIONS will bring up the OPTIONS screen. You may select the options by pressing up or down on the control pad to highlight an option, then press the A or B Button to choose or by pressing SELECT.

Options: Choosing Which Path to Take

Use the up and down arrows on the control pad, or press SELECT to choose between options. Use the A or B button to select your choice. Press the START button to return to the game.

Difficulty:	Choose between HARD (3 lives), NORMAL (5 lives) or PRACTICE (7 lives). Choosing PRACTICE will only allow you to play the first three levels of the game.
Music:	Choose between STEREO, MONO and OFF.
Sound FX:	This will turn on and off the bangs, splats and pows.
Ambiance:	Turns off the cheeps, roars and squaks.
Credits:	Tells you the names of the folks who made this game possible.

Introduction: The Book Of Mowgli

"Many strange legends are told of these jungles of India, but none so strange as the story of a small boy named Mowgli." Thus began the timeless classic Disney adventure film Disney's *The Jungle Book*, the story of a small boy left without parents deep in the jungle. Bagheera, the panther, found the boy swadled in a basket and took him to a friendly den of wolves, who adopted and raised him as one of their own.

"Ten times the rains had come and gone as the boy grew up in the jungle...no man cub was ever happier...but then, one night, the wolf pack elders met at council rock, because Shere Khan the tiger had returned. This meeting was to change the man cub's entire future."

The wolf elders knew of Shere Khan's hatred for man, and that if he ever learned of Mowgli, he would surely try to harm the boy. Even the strength of the pack was no match for the tiger, so the elders decided to have Mowgli leave for the safety of the man village at once.

This is where your Jungle Book adventure begins. You, as Mowgli, must travel through the jungle to the safety of the village. Along the way you'll climb trees, waterfalls, rocks and abandoned tree villages.

Along the way you'll meet the most interesting and endearing assortment of classic characters ever animated, from the easy going Baloo the Bear to the jazzy King Louie, King of the Orangutans and even Kaa the slithery hypnotic snake.

Creatures Of The Jungle

You will be playing the part of Mowgli, the man cub. It is your job to safely travel through the jungle to the village. Along the way you'll meet a wide variety of exotic creatures. Some will be friends, some enemies.

Friends

Baloo the Bear — If you collect five fruits or gems as you approach his hiding place, he'll pop up and give you something to help you on your journey.

Owl — Toss him a banana and he'll give you something in return.

Parrot — If your timing is right, you just might be able to hop a ride on his colorful back!

Spring Snakes — Hop on these coiled vipers to spring you up to out of reach platforms or vines.

Stick Insects — They will help return you to a higher tier in case you have fallen.

Chameleons — After you hit them with a banana, use their tongues to climb the waterfall.

Vultures — These fab flyers shed their feathers to help you climb to safety.

Enemies

Monkeys — These are King Louie's thugs. Hit them with your bananas and avoid them as best you can.

Kaa the Snake — Watch out for this sneaky snake! He'd love to hypnotize you with his beady eyes.

King Louie — King of the Orangutans! Oo-oo-oo he wants to be like you! Walk like you, talk like you do-oo-oo. He'll do his best to keep you trapped in the ancient ruins.

Shere Khan — The most feared tiger in the jungle. Shere Khan hates man and fears his many traps and weapons.

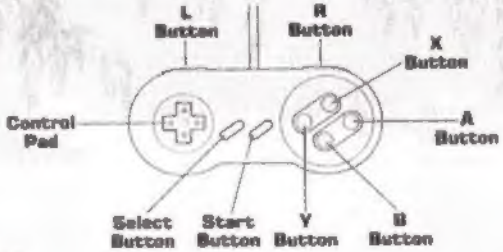
Hazards

Prickly pears — Watch out! You're in bare feet and these prickly pears are carried around by ants as well as thrown by enemies. If one of these hits you, you will lose a heart.

Cactus — Spiny plants that damage your health when you land on them.

Rolling Rocks — Watch out! They'll crush you if you don't get out of the way!

Control Information :
Getting There Safely



BUTTON:

Y - Fires Bananas
A - Fire selected fruit weapon. Also use to change options.
B - Jumps - Tapping causes low jump. Holding causes higher jump. Also use to change options.

L & R Choose between selectable fruit weapons you have already gathered. Your choice will be shown at the bottom right of the screen.

Control Pad

UP - Mowgli moves, looks, or climbs up.
DOWN - Mowgli moves, crouches, or climbs down.
RIGHT - Mowgli runs, jumps or springs right. Also use to aim banana shots.
LEFT - Mowgli runs, jumps or springs left. Also use to aim banana shots.

START Button - Press to start game, skip opening screens or to pause and resume game.

SELECT - Press to select options.

You start with 5 lives on NORMAL, full health and carrying no objects or weapons except bananas.

Weapons : The Bare Necessities

BANANAS — You have an unlimited amount so fire away! Use the Y button.

PAPAYAS — They will bounce along the ground and explode on contact with a bad guy. Press L or R to select and A to fire.

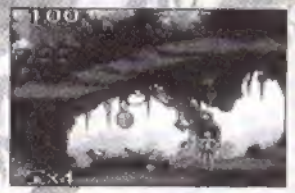
COCONUTS — Roll them along the ground like a bowling ball. They explode on contact when they hit something. Press L or R to select and A to fire.

MANGOS — After thrown, they home in on the nearest enemy. Press L or R to select and A to fire.

Fruit bombs can not be carried over to the next level of play. If you have one type of fruit selected, shown on the bottom right of your screen, but collect another, it will not replace the one you are using. But it will be shown.

Mowgli can also damage enemies by jumping on them.

Gems:
Collecting The Jungle's Riches



There will be two types of gems Mowgli can collect, red and green. If enough red gems are collected on a given level, the player will receive an extra continue. Collecting enough green gems qualifies Mowgli for bonus levels. The harder the difficulty setting, the more gems you will need to collect. Red gems may not be carried into the next level. The gems will either be hidden in a number of different places, or strewn about the jungle in plain view. To find out how many gems you need to collect, see the chart in the "Bonus and Continues" section on page 15.

THE CONTINUE GEM
This is a very special gem that allows you to have another go even after all of your tries have been exhausted. You never know where it will turn up. Continue gems may be carried into the next level.

Discovering The Secrets of The Jungle

KING LOUIS' RUINS
In the ancient ruins, try to hit the three monkey henchmen sitting on the upper tier. When you hit one, he will start playing his instrument. If you hit all three, Louie will start dancing and not pay attention to you. Then you can hit him with as many bananas as it takes to get rid of him.

EXTRA TIME
In the bonus levels, look for the hour glass.

INVULNERABILITY
Look for the medicine man mask. The medicine man's protecting power will make you invulnerable.

EXTRA LIFE
Look for the small Mowgli face, like the ones on the lives left meter.

EXTRA HEALTH

Look for the hearts. One heart replenishes one of Mowgli's health units. You can get these by shooting bad guys, shooting big jungle fruit with bananas or by simply finding them in the jungle. Using a jump attack will not earn you a heart. The maximum number of hearts you can have depends on the play mode you are in: 5 for PRACTICE, 4 for NORMAL, 3 for HARD.

RESTART POINT

Baby Hathi of the Pachyderm Dawn Patrol marks the spot. You will begin new lives at this point in the level once it has been passed.

In some parts of the jungle, there are bouncy, leafy branches. You can bounce bananas off of them to hit enemies that are out of reach. Or you can also bounce off of them yourself!

JUNGLE IDOLS

Collect these glittering idols and watch their magic. Different idols do different tricks. They also allow access to places that were previously restricted.

BIG JUNGLE FRUIT

You can shoot these tree hanging fruits. When they drop to the ground and burst, the heart inside will be revealed.

BOULDERS

Push them, stand on them, jump from them. They're quite handy!

SEE-SAWS

Use them to your advantage! Push boulders on them. Learn to spring from them to higher levels.

Bonus Levels & Continues

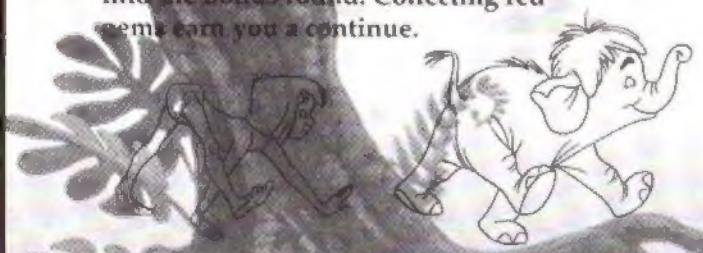
There are five bonus levels in the jungle. They are located after every second level. In order to qualify for the bonus level, you must collect enough green gems during the two previous levels.

If you do not collect enough green gems during the two levels, you will not qualify for a bonus round and the gem counter will reset to zero.

Red gems collected in the qualifying levels will earn you continues. A continue may be carried over into the next levels. But if you do not collect enough gems for a continue, those gems can not. For example, if you need five gems to earn a continue but only collect three, those three will not be carried over.

The exact number of gems needed to qualify will depend on the level of difficulty you selected in the options.

Here's a chart to help you while playing in NORMAL mode. Remember, collecting green gems gets you into the bonus round. Collecting red gems earn you a continue.



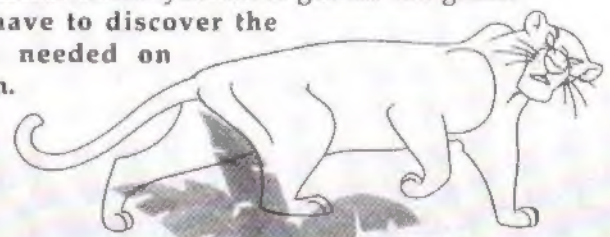
TO EARN A BONUS ROUND:

LEVELS	GREEN GEMS NEEDED
1 & 2	40 over both levels
3 & 4	26 over both levels
5 & 6	49 over both levels
7 & 8	26 over both levels
9 & 10	31 over both levels

TO EARN A CONTINUE:

LEVEL	RED GEMS NEEDED
1	18
2	22
3	13
4	13
5	18
6	31
7	13
8	13
9	13
10	18
11	27

For HARD mode you must get all the gems. You'll have to discover the number needed on your own.



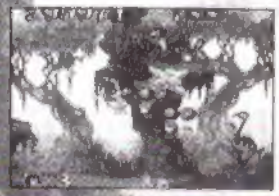
Welcome To The Jungle

It wouldn't be right for us to send a defenseless little man cub into the jungle alone. So, we've decided to guide you along the first few legs of your adventure.

Training Level

This is a quick easy level where you can develop your jungle survival skills. You'll find very few enemies here. Use this safe haven to practice your running, jumping and climbing. Also, now's a great time to practice your banana shooting. Use the control pad to aim your shots.

Jungle by Day



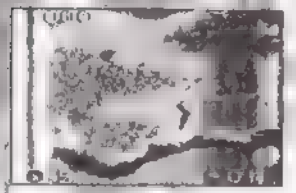
The jungle by day is very similar to the training level except that now dangers are everywhere! Watch out for monkeys! They'll be hiding in the trees and on the ground ready to chase you or hit you with fruit. But be brave, you can fight back with your bananas. You have an unlimited amount so keep shooting!

Coiled up on the ground are some spitting cobras. These nasty asps are waiting to spit venom at anything that moves within range. To get past the cobra, wait for the right moment to jump over him. Or, if you have the courage to get close enough, you can crouch down and fire your bananas.

Be careful, you're in your bare feet. Marching ants carrying prickly pears will pour out of anthills and march in line. You can not touch these pears without taking some damage. But, you can stop the ants from coming out of their hill by hitting the hill with bananas until they surrender. Or, if you're gutsy, try jumping onto the hill and smashing it.

Where there are ants, there's sure to be an anteater. Don't let him mistake you for dinner. Hit him with some bananas to scare him off.

Kaa the Snake

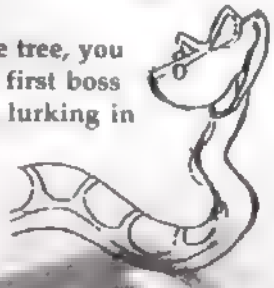


Here you must climb your way to the topmost branches. But it won't be easy. There will be monkeys, insects and other jungle creatures to block your way.

Throughout the tree you will find holes in the trunks and branches, where the tree is hollow. Here, you can walk or go through the trunk to get to other branches. The only way for you to get to certain parts of the tree is to walk or drop through one of the holes and climb from there.

The great tree is the first place where you will meet the owl. Toss him a banana and he may give you something in return.

When you reach the top of the tree, you will come face to face with your first boss enemy, Kaa the Snake. He'll be lurking in the branches of the tree. You'll see his slithery head pop out from time to time. Be careful of Kaa's beady little eyes.



They'll send out yellow hypnotizing rings. If they hit you, you'll take damage.

Use your bananas while ducking and jumping over Kaa's rays to defend yourself. When you hit him, he'll flash white. If you hit Kaa enough times, he'll slip out of the tree. If you play on the EASY setting, after completing this level you will return to the training level.

Parting Ways

That's as far as we can take you man cub. From here on in you're in the jungle alone. But don't worry, your good friend Baloo may just pop in from time to time to keep an eye on you. If you see him, be sure to stop and chat for awhile. He may give you something to help you on your journey.

Take a Break

This Jungle Book game was designed for hours upon hours of adventure. But, there's no rush to complete the entire journey all at once. Be sure to take a rest every hour. Rest your eyes, your Super Nintendo Entertainment System and your game pak. There will be plenty of jungle adventures when you return.

Stuck in the Jungle?

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Game Designer	Parker A. Davis
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	David Simmons

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	Roger Hardy
	Daniel Wong
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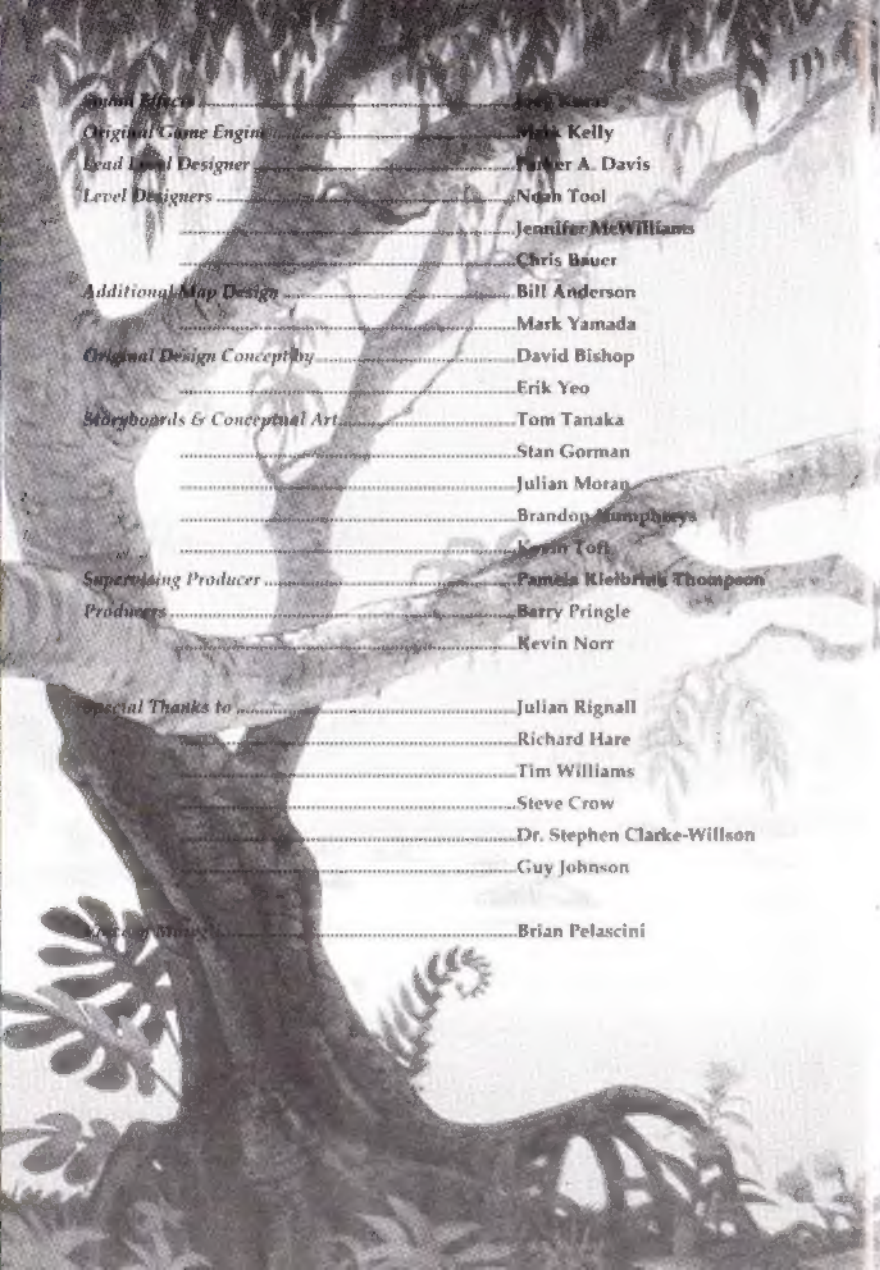
Jeff Hiter	Clark Sorensen
Director of Music & FX:	Tommy Tallarico
Music by:	Tommy Tallarico
	Joey Kuras
	Mark Miller
	Donald S. Griffin
	Dr. Stephen Clarke-Willson
	Richard M. Sherman
	Robert B. Sherman
	Terry Gilkyson



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Lead Level Designer ..... Parker A. Davis
Level Designers ..... Noah Tool
..... Jennifer McWilliams
..... Chris Bauer
Additional Map Design ..... Bill Anderson
..... Mark Yamada
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Storyboards & Conceptual Art ..... Tom Tanaka
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..... Brandon Humphreys
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Notes

Notes

A Quick Reminder

Cut this page out and tape it to your TV for a quick reminder!

Baloo — He's your friend. He'll give you something to help you on your journey.

Bananas — You have unlimited amount so fire away! Use the Y Button.

Mangos — Home in on the nearest enemy. Use the A button.

Big Jungle Fruit — Shoot these tree hanging fruits. As it hits the ground and bursts open, a heart will be revealed inside.

Coconuts — Roll them along the ground. They explode on contact with something. Use the A button.

Papayas — Bounce along the ground and explode on contact with bad guy. Use the A button.

Idols — Different idols do different tricks. Learning is half the adventure!

Gems — Collect for bonus points.

Owl — Toss him a banana and he'll give you something in return.